

## Nova

## Level 12 Leader

Medium natural humanoid

XP -

**Initiative** +5      **Senses** Perception +10

**HP** 77; **Bloodied** 38; **Surge Value** 19; **Healing Surges** 7

**AC** 27; **Fortitude** 25, **Reflex** 23, **Will** 27

**Speed** 5

[MBA] **Mace** (standard; at-will) ♦ **Weapon**

+18 vs. AC; 1d8 + 7 damage.

[R] **Astral Seal** (standard; at-will) ♦ **Divine, Healing, Implement**

Ranged 5; +18 vs. Reflex; Until the end of Nova's next turn, the target takes a –2 penalty to all defenses. The next ally who hits it before the end of Nova's next turn regains 5 hit points.

[R] **Bastion of Health** (minor; encounter) ♦ **Divine, Healing**

Ranged 10; The target can spend a healing surge regaining an additional 3 hit points.

[R] **Command** (standard; encounter) ♦ **Charm, Divine, Implement**

Ranged 10; +16 vs. Will; The target is dazed until the end of Nova's next turn. In addition, Nova can choose to knock the target prone or slide the target 6 squares.

[R] **Denunciation** (standard; encounter) ♦ **Divine, Implement**

+16 vs. Will; Until the end of Nova's next turn, the target is dazed and takes a -3 penalty to attack rolls and all defenses.

[C] **Bastion of Mental Clarity** (immediate interrupt, when an enemy hits or misses Nova with an attack against Will; encounter)

Close burst 5; Nova and each ally in the burst gain a +4 power bonus to Will until the end of Nova's next turn.

### Dual Soul

At the start of her turn, Nova can make a saving throw against each effect currently rendering her dazed or dominated. If she fails the saving throw, she does not make a saving throw against the effect at the end of her turn.

**Healing Word** (minor; 2/encounter) ♦ **Divine, Healing**

An ally within 5 squares of Nova can spend a healing surge.

**Alignment** Good

**Languages** Common, Telepathy 5

**Skills** Diplomacy +19, Insight +20, Religion +14

**Str** 13 (+7)      **Dex** 8 (+5)      **Wis** 19 (+10)

**Con** 10 (+6)      **Int** 10 (+6)      **Cha** 17 (+9)

**Equipment** Adventurer's kit, chain armor, holy symbol, light shield, mace